
Subject: scripts.dll 3.3 is out

Posted by [jonwil](#) on Tue, 05 Jun 2007 15:02:05 GMT

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scripts.dll 3.4 is out.

Get it from <http://www.sourceforge.net/projects/rentools/>

The primary purpose of this release (coming so soon after 3.3) is to add some features RA:APB needs for their next release

There are also a bunch of bug fixes.

Now that this is out, I don't plan on another release for a while (unless any critical bugs show up)

Updates to the Normal Map shader (it now correctly handles fog on both SM2 cards and SM3 cards)

Updates to places where windows.h and the direct3d header files are #included so that they are only ever included from the one place.

Fixed some more PREFast errors

Updates to Draw_Skin to work correctly with the normal map shader

Updates to the Scene Shader code (this fixes the alt-tab problem people have been having)

Updates to the Multisample Anti-Alias code (its now much cleaner and uses less memory too)

Removed Texture_Exists from engine_3d because it was broken and not used anywhere

Added a new function AddCombatMessage to engine_3d so that shaders can output messages to the chat window of the client

Small update to DebugOutputClass::Assert in engine_diagnostics

New engine call void Ranged_Variable_Percent_Vehicle_Damage(float EnemyPercentage, float FriendPercentage, bool ForceFriendly, const char *Warhead, Vector3 Location, float

DamageRadius, GameObject *Damager); //damage vehicles based on a percentage factor

Changed #define Simple in engine_obj.h to #define SimpleObj to prevent a conflict with one of the standard Microsoft headers

Updated IsInsideZone so that it works even when the zone has no idea the object is inside it

Fixed a major bug with Set_Vehicle_Gunner which was affecting the vehicle management dialog

Fixed a bug with Copy_Transform in engine_phys.cpp

Added some debug code in places where we access parts of the PT data so that it wont error when compiled with debugging enabled.

New engine call void Hide_Preset_By_Name(unsigned int Team, const char *Name); //Hides a preset by name

Fixed a bug in Find_Object_With_Script

Fixed several bugs in SimpleVecClass and SimpleDynVecClass

New script JFW_PT_Hide which hides an object on the sidebar

New script JFW_PT_Hide_Death which hides an object on the sidebar on death

New script JFW_PT_Hide_Custom which hides an object on the sidebar on custom

New script JFW_Follow_Waypath_Zone which makes anything of a certain preset that enters the zone follow a waypath

Updates to JFW_Escort_Poke so that when the person being followed pokes the object again it stops following them

New script JFW_Vehicle_Reinforcement which spawns a vehicle reinforcement and makes it follow a waypath

Fixes to the Scope code in mdb.cpp so that it doesn't try and use the Scopes object if it hasn't been initialized

Some changes to the critical section code in mmgr.cpp

New script RA_MAD_Tank_Devolved to implement some Friendly Fire changes for the RA:APB Mad Tank
Further updates to the Shader Plugin interface
Updates to ShaderStateManager
New script SH_FileVerificationControllerScript. This is used along with some code in apbshaders.dll (which is APB specific) is used to implement file validation of certain key files.
There is a new feature in bhs.dll that changes the default sort order of the WOL Server list dialog to sort by current player count instead of by name as a default
Fixed a crash issue to do with the Stop_Background_Music console commands and engine calls
There is a new feature that lets you hide an icon on the sidebar
Fixed a bug with Set_Shader_Number and SendHUDNumber. Both engine calls should now work.
Further updated the code for TTF based fonts to provide even more space.

Subject: Re: scripts.dll 3.3 is out
Posted by [danpaul88](#) on Tue, 05 Jun 2007 15:44:48 GMT
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Nice work on this update, keep em coming!
